

swissteamstrategy

Swiss teams

Swiss events consist of teams of four, where your team's north-south plays against the opposition's east-west and vice versa. Each round is usually seven boards but it will be five next Tuesday (a caddy trades them for you as you play). At the end of each round, you rejoin your teammates and compare the north-south scores to the east-west scores and tally the difference. For example, north-south making a vulnerable 4H game is worth +620 points, but if east-west defeated the opponents two tricks for +200, it gives the team +820. Then the team uses a scale called "IMPs" (for "international match points") scoring which appears on the back of all convention cards to assign a value to the score.

One usually effective Swiss team strategy is to avoid jeopardizing game contracts for an overtrick and to bid all marginal vulnerable games and slams, because the rewards for success are higher than the penalties for failure.

After each round, the director pairs teams with similar records. So, winners are paired with other winners, and losers with losers. Therefore after the third match a team with two wins and one loss would play a team with the same win-loss record.

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